Saleh Mohamed

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Objective

A third-year Computer Science student with a strong passion for Android application development using Java and Kotlin. Actively developing mobile applications and continuously improving technical and problem-solving skills. Seeking an internship or entry-level opportunity to contribute to real-world projects and grow as a professional Android developer.

Education

- Faculty of Computers and Information – [Assiut university]
  -Third Year – Expected Graduation: 2026
  -Cumulative GPA: [3.47]

Projects

- **Paint Brush Application -** Built a desktop drawing tool using **Java Swing**, allowing users to draw lines, rectangles, ovals, and freehand shapes. Features include color selection and basic drawing tools (pen & eraser).
- **Supermarket Management System -** Developed a relational database using MySQ**L** to manage products, customers, suppliers, and sales. Applied SQL queries and normalization techniques for efficient data storage.

Training & Courses

- Digital Egypt Pioneers Initiative – **DEPI**   7/2025 – Present

  -Android Developer Track – Kotlin & Java

  - Studied Android fundamentals, UI/UX design, Jetpack components, and Firebase integration.

Skills

- **languages:** Java, Kotlin, XML, SQL, C++, Python

- **Tools & Technologies:** Android Studio, Firebase, Git & GitHub, MySQL

- **Concepts & Fundamentals:** OOP, Data Structures, JSON, Database

- Project Management
- Teamwork & Collaboration
- Time Management
- Communication Skills Adaptability
- Arabic: Native
- English: Very Good